FIG. 1

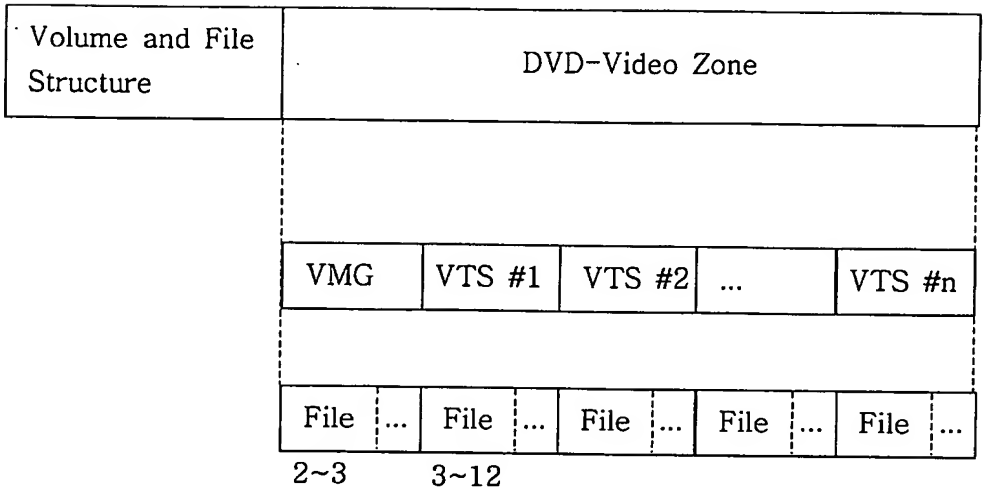
Volume and File Structure
DVD-Video Zone
VMG
VTS #1
VTS #2
...
VTS #n
File
...
File
...
File
...
File
...
File
...
2~3
3~12

FIG. 2

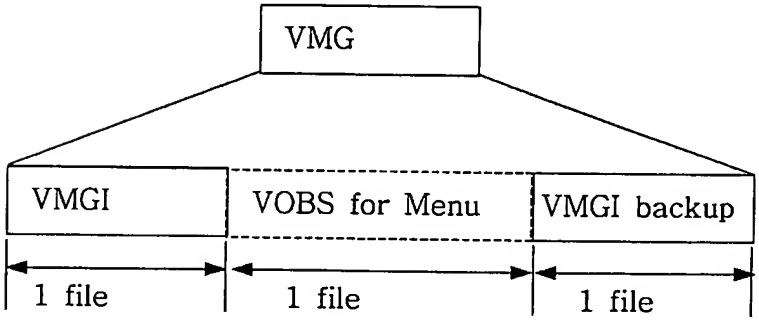
VMG
VMGI
VOBS for Menu
VMGI backup
1 file
1 file
1 file

FIG. 3

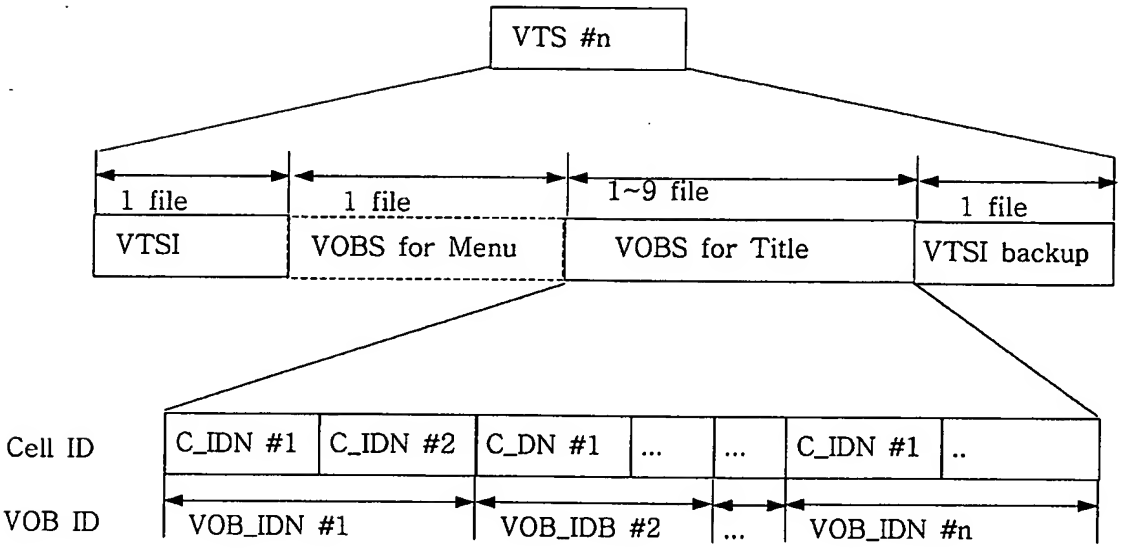
VTS #n
1 file
1 file
1~9 file
1 file
VTSI
VOBS for Menu
VOBS for Title
VTSI backup
Cell ID
C_IDN #1
C_IDN #2
C_DN #1
...
...
C_IDN #1
..
VOB ID
VOB_IDN #1
VOB_IDB #2
...
VOB_IDN #n

FIG. 4

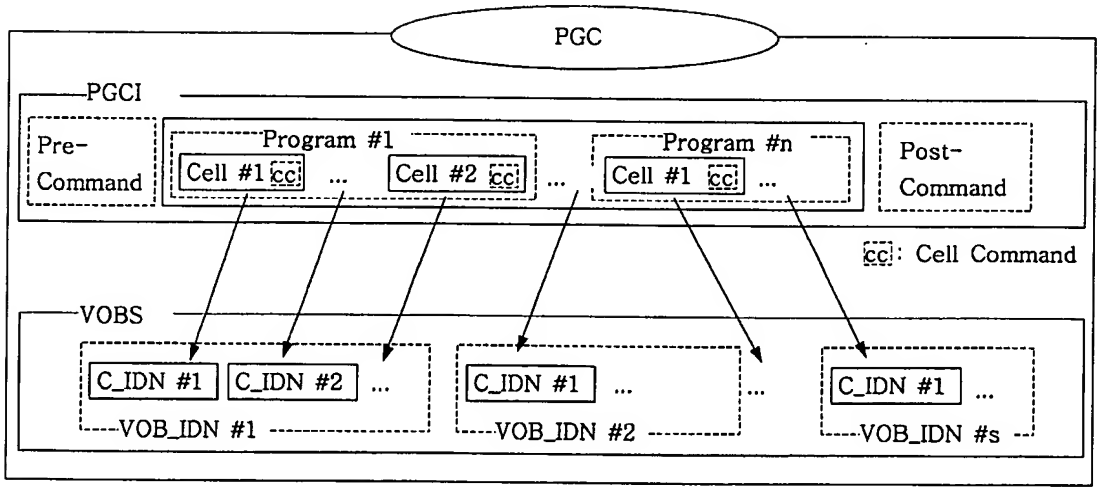
PGC
PGCI
Pre-Command
Program #1
Cell #1 cc
...
Cell #2 cc
...
Program #n
Cell #1 cc
...
Post-Command
cc: Cell Command
VOBS
C_IDN #1
C_IDN #2
...
VOB_IDN #1
C_IDN #1
...
VOB_IDN #2
...
C_IDN #1
...
VOB_IDN #s

FIG. 5

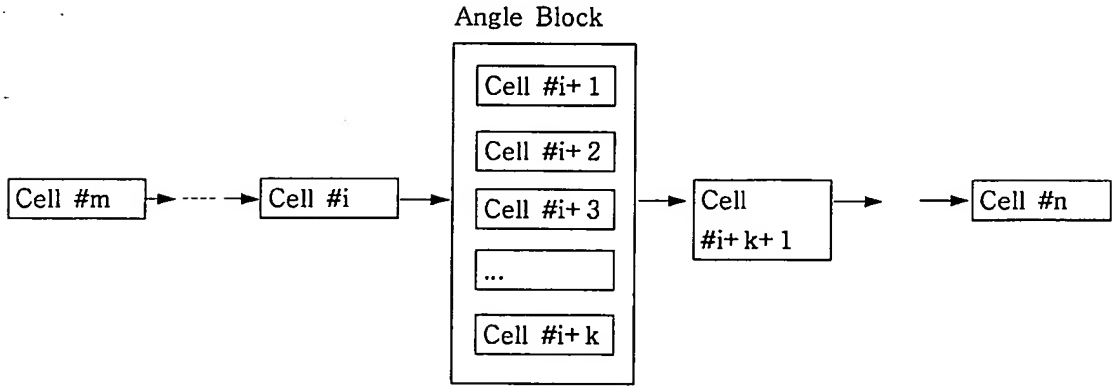

FIG. 6

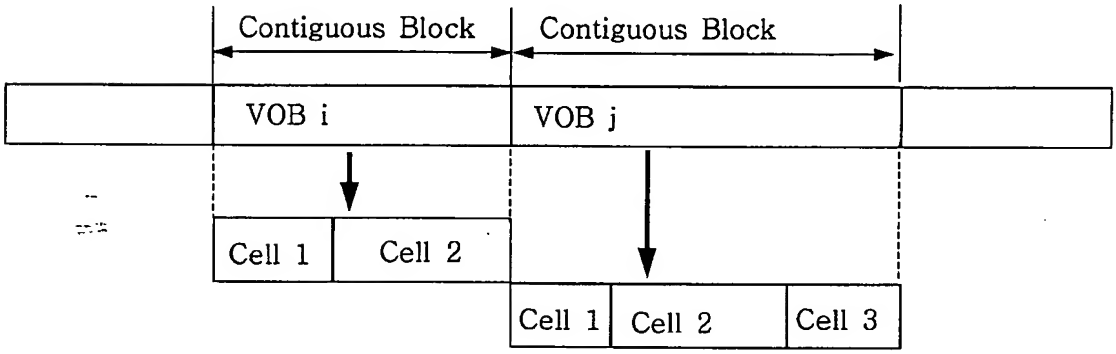

FIG. 7

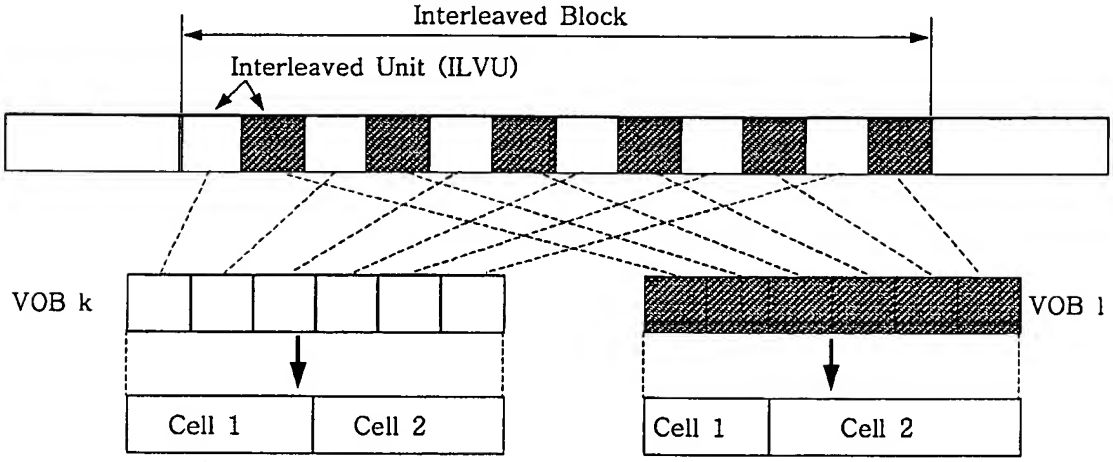

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FIG. 8

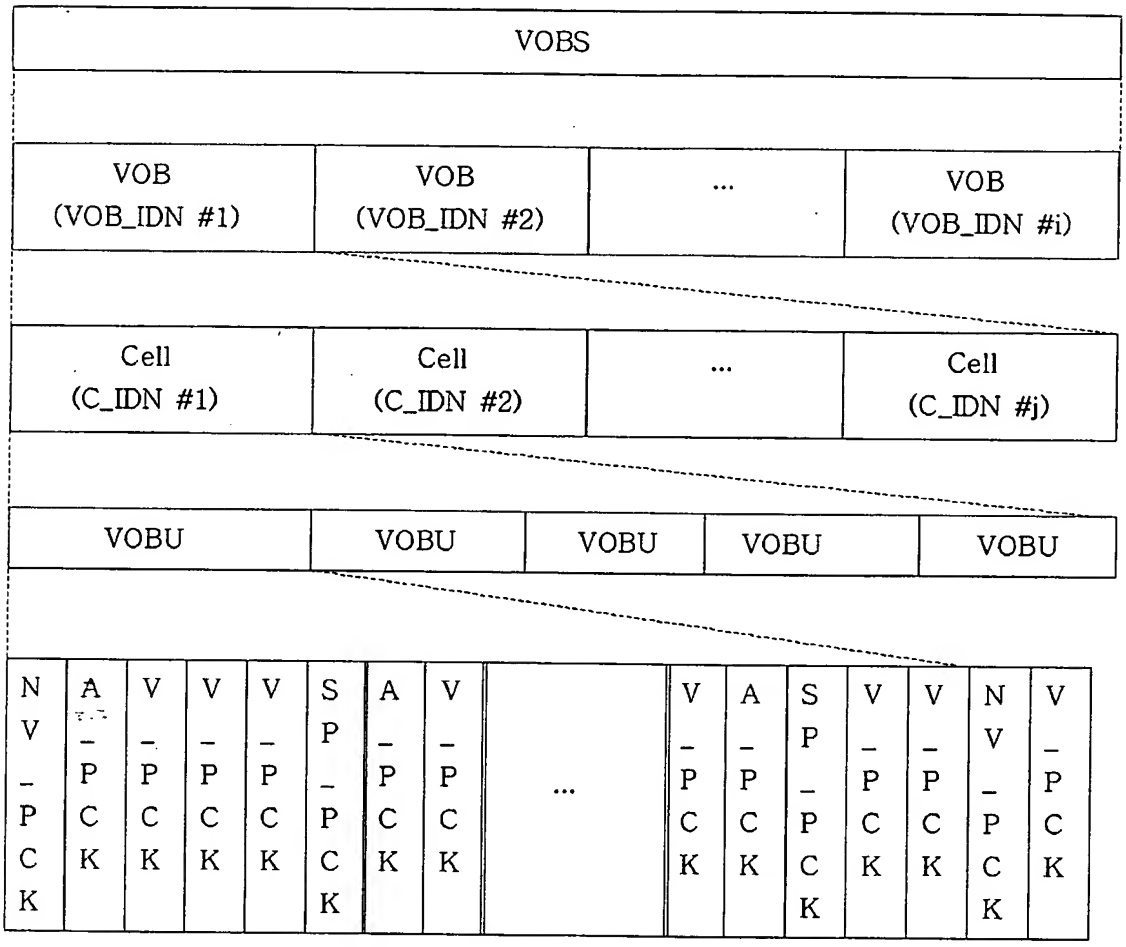
VOBS
VOB (VOB_IDN #1)
VOB (VOB_IDN #2)
...
VOB (VOB_IDN #i)
Cell (C_IDN #1)
Cell (C_IDN #2)
...
Cell (C_IDN #j)
VOBU
VOBU
VOBU
VOBU
VOBU
NV_PCK
A_PCK
V_PCK
V_PCK
V_PCK
SP_PCK
A_PCK
V_PCK
...
V_PCK
A_PCK
SP_PCK
V_PCK
V_PCK
NV_PCK
V_PCK

FIG. 9

SML_AGL_C1_DSTA(Address and size of destination ILVU in AGL_C1)
SML_AGL_C2_DSTA(Address and size of destination ILVU in AGL_C2)
SML_AGL_C3_DSTA(Address and size of destination ILVU in AGL_C3)
SML_AGL_C4_DSTA(Address and size of destination ILVU in AGL_C4)
SML_AGL_C5_DSTA(Address and size of destination ILVU in AGL_C5)
SML_AGL_C6_DSTA(Address and size of destination ILVU in AGL_C6)
SML_AGL_C7_DSTA(Address and size of destination ILVU in AGL_C7)
SML_AGL_C8_DSTA(Address and size of destination ILVU in AGL_C8)
SML_AGL_C9_DSTA(Address and size of destination ILVU in AGL_C9)

FIG. 10

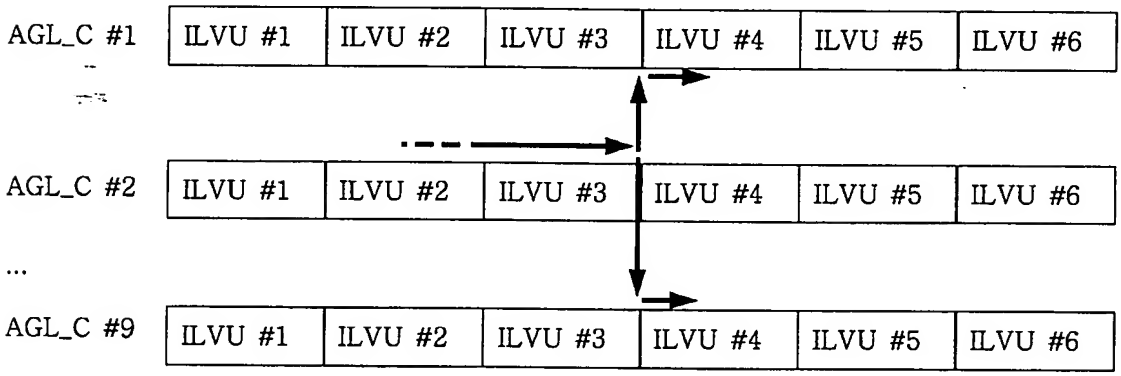

FIG. 11

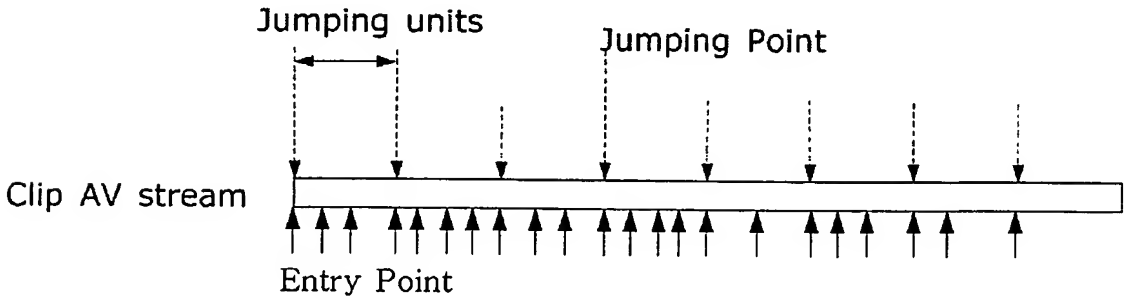

FIG. 12

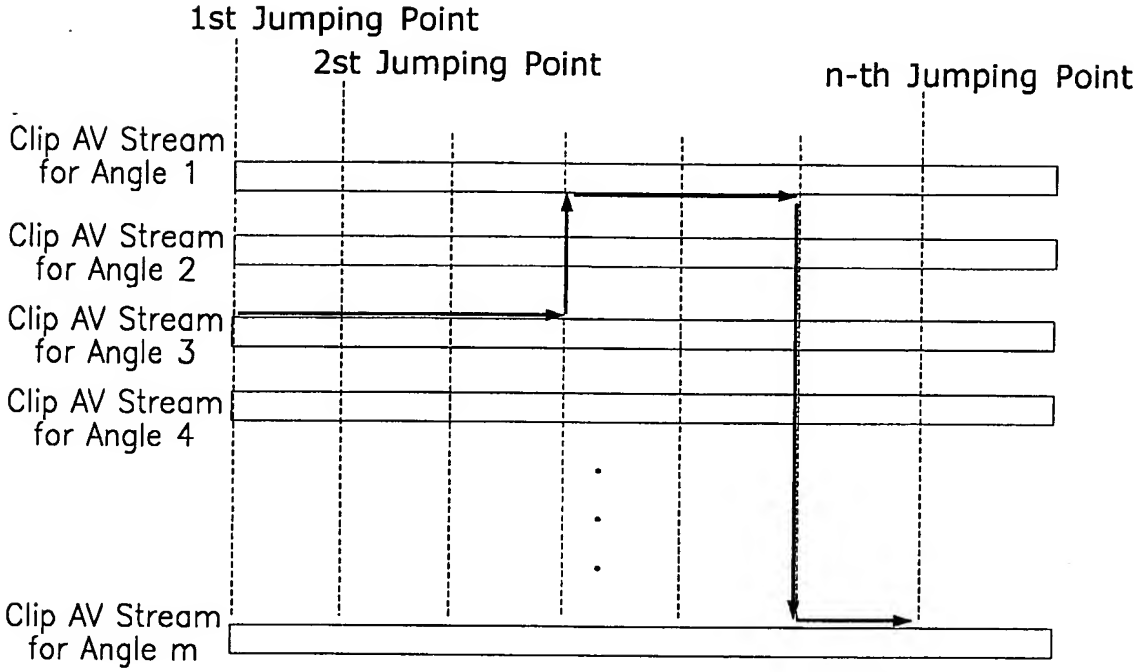
1st Jumping Point
2st Jumping Point
n-th Jumping Point
Clip AV Stream for Angle 1
Clip AV Stream for Angle 2
Clip AV Stream for Angle 3
Clip AV Stream for Angle 4
Clip AV Stream for Angle m

FIG. 13

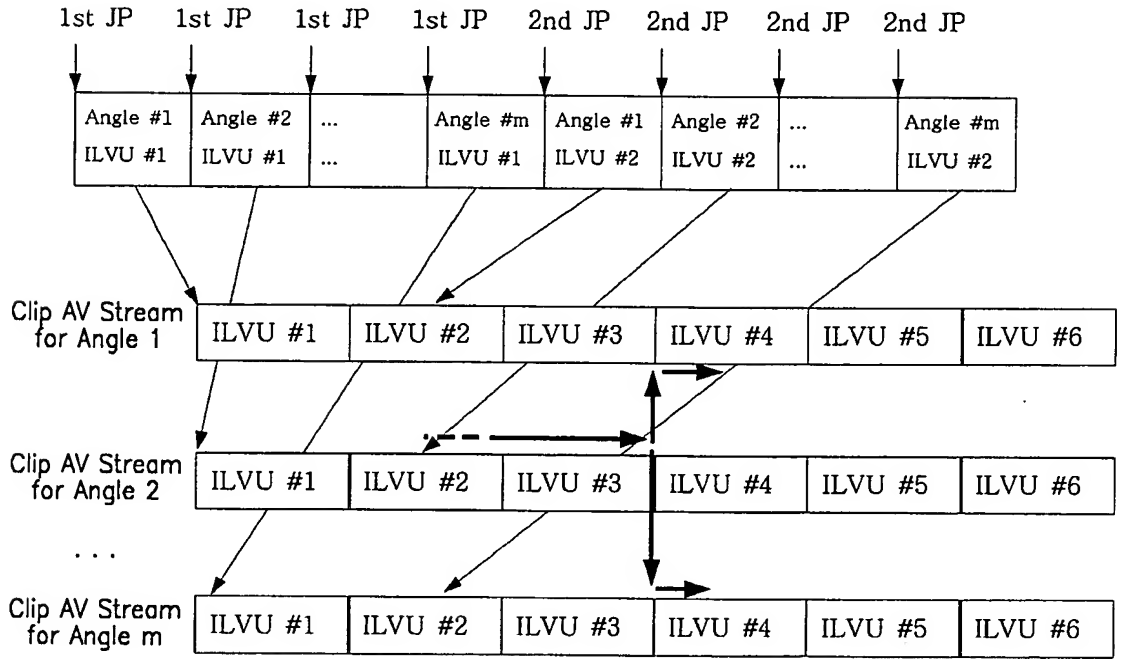
1st JP
1st JP
1st JP
1st JP
2nd JP
2nd JP
2nd JP
2nd JP
Angle #1 ILVU #1
Angle #2 ILVU #1
...
Angle #m ILVU #1
Angle #1 ILVU #2
Angle #2 ILVU #2
...
Angle #m ILVU #2
Clip AV Stream for Angle 1
Clip AV Stream for Angle 2
Clip AV Stream for Angle m
ILVU #1
ILVU #2
ILVU #3
ILVU #4
ILVU #5
ILVU #6

FIG. 14

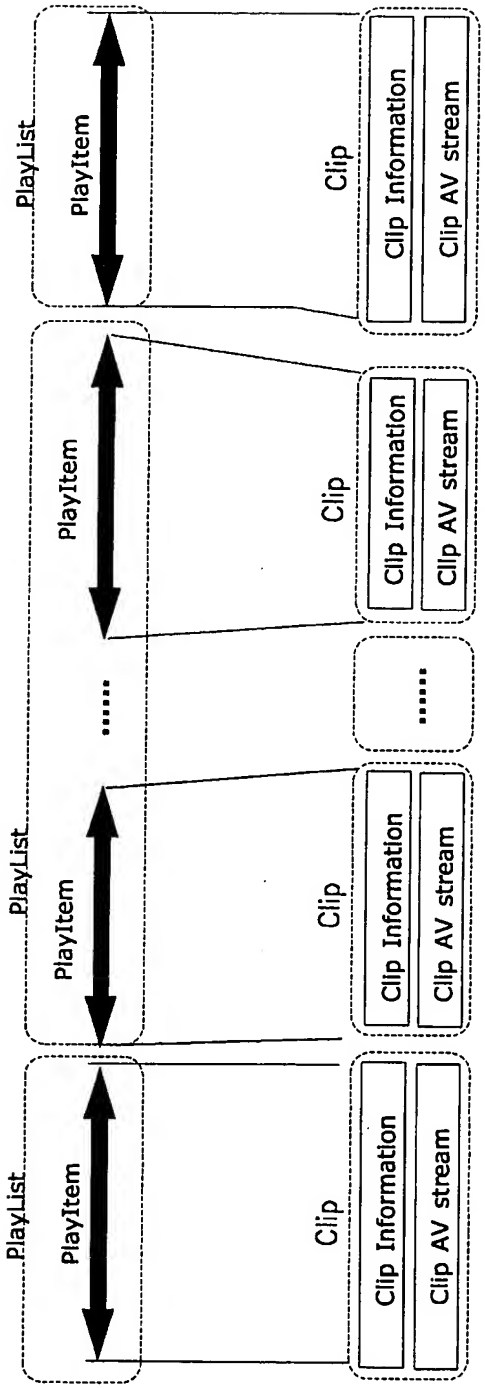

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FIG. 15

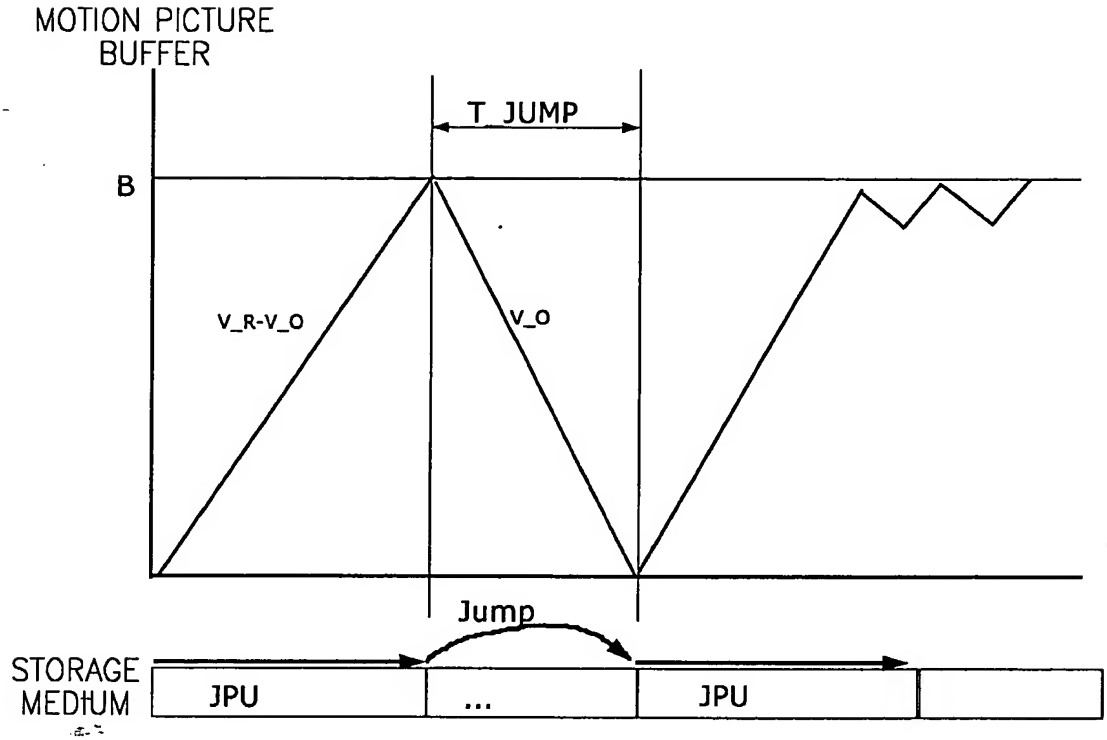

FIG. 16

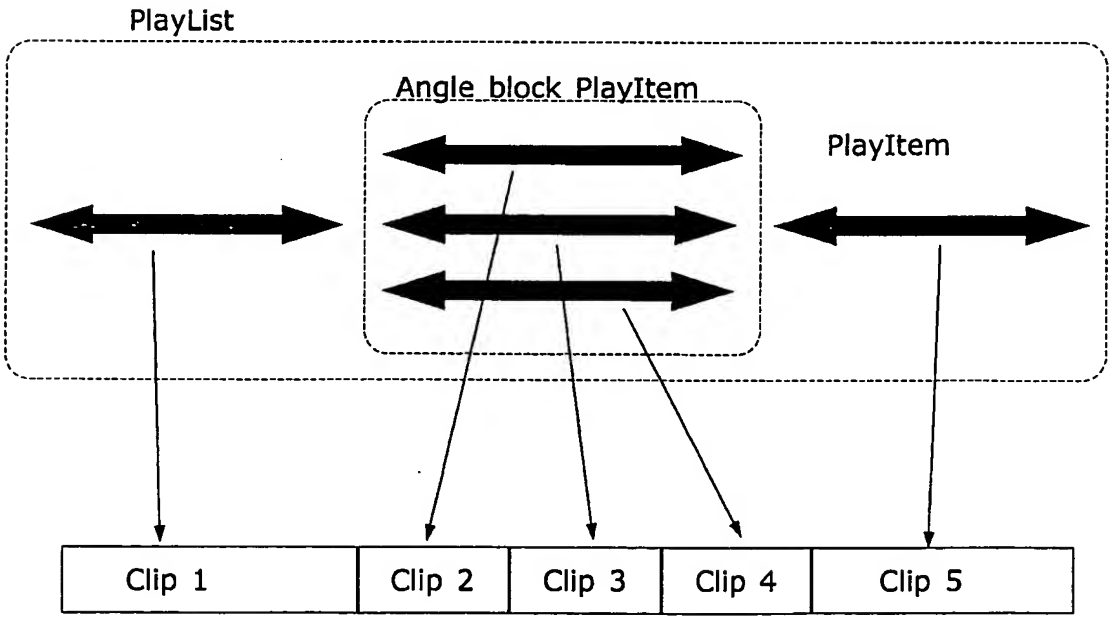

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FIG. 17

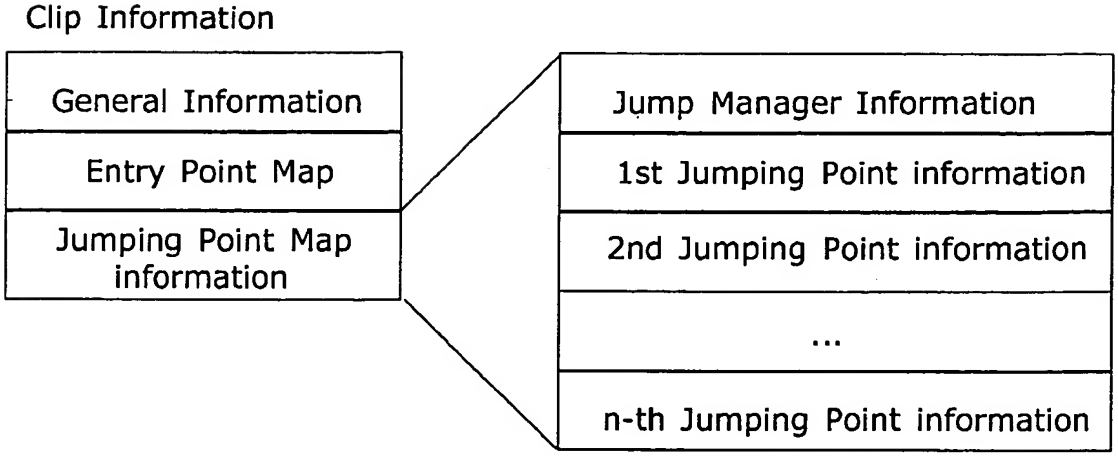

Clip Information
General Information
Entry Point Map
Jumping Point Map information
Jump Manager Information
1st Jumping Point information
2nd Jumping Point information
...
n-th Jumping Point information

FIG. 18

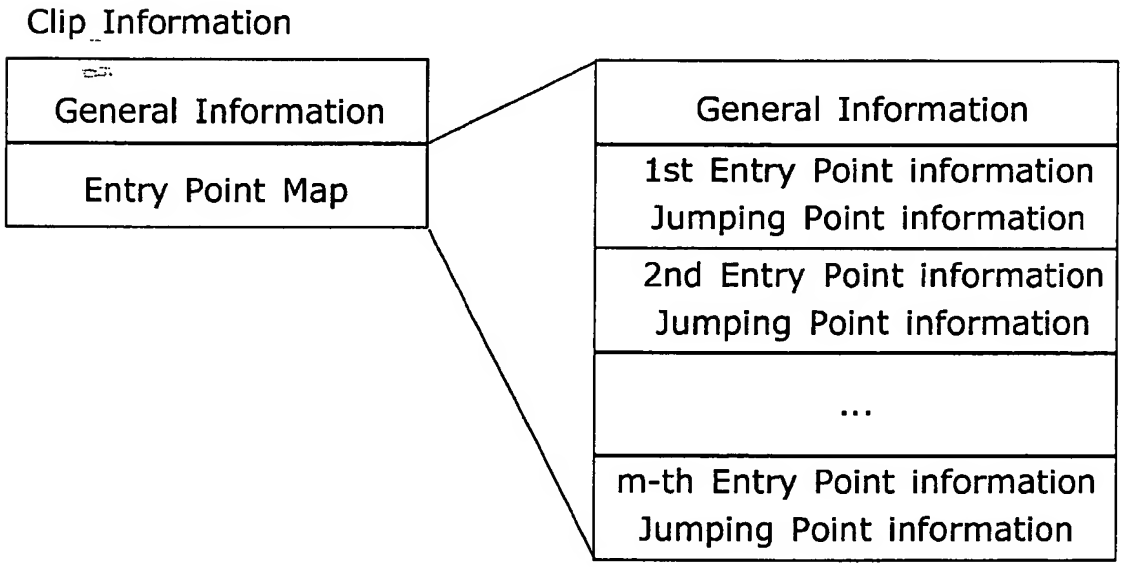

Clip Information
General Information
Entry Point Map
General Information
1st Entry Point information
Jumping Point information
2nd Entry Point information
Jumping Point information
...
m-th Entry Point information
Jumping Point information

FIG. 19

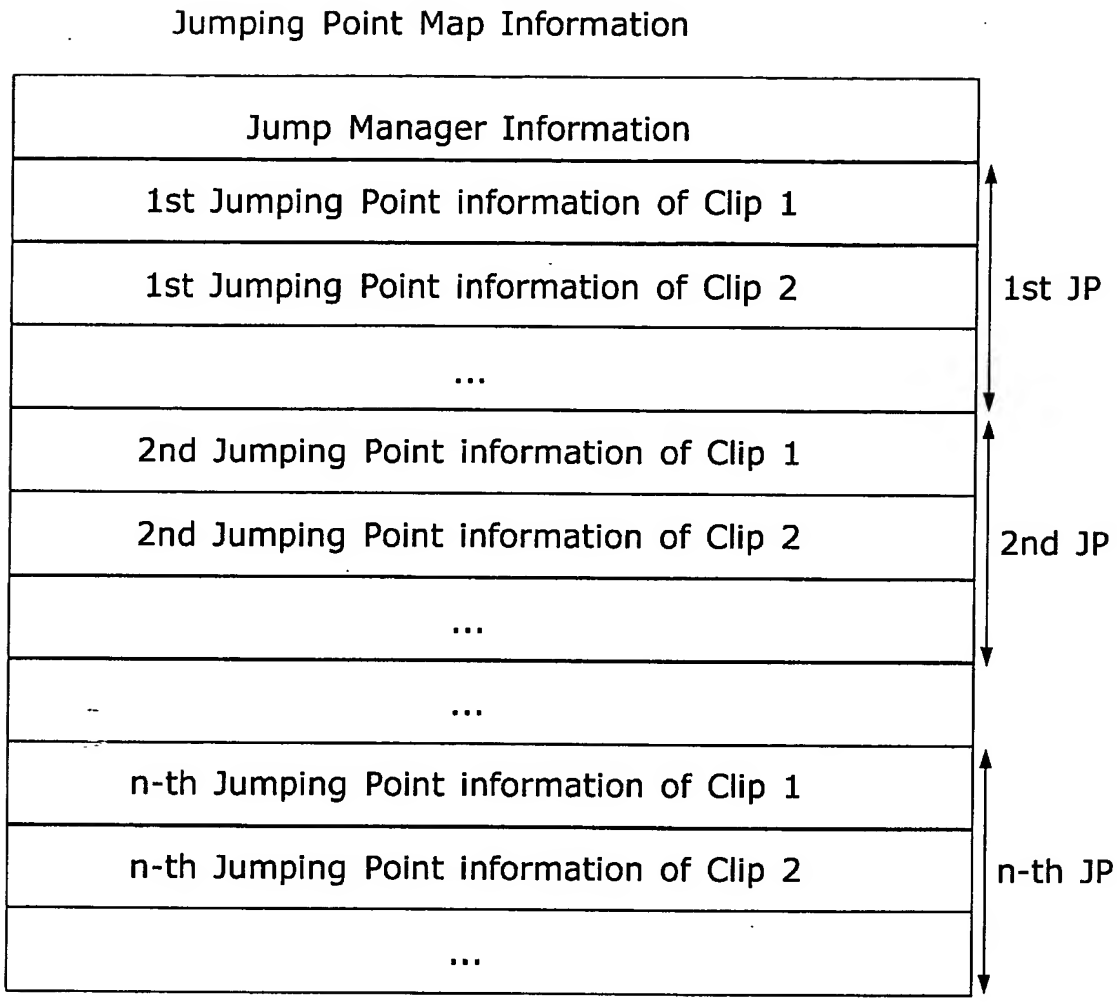

Jumping Point Map Information
Jump Manager Information
1st Jumping Point information of Clip 1
1st Jumping Point information of Clip 2
...
2nd Jumping Point information of Clip 1
2nd Jumping Point information of Clip 2
...
...
n-th Jumping Point information of Clip 1
n-th Jumping Point information of Clip 2
...
1st JP
2nd JP
n-th JP

FIG. 20

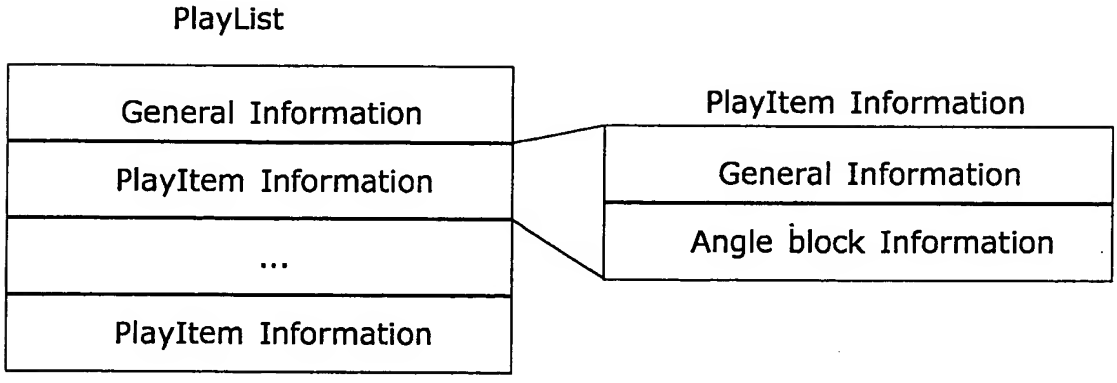

PlayList
General Information
PlayItem Information
...
PlayItem Information
PlayItem Information
General Information
Angle block Information

FIG. 21

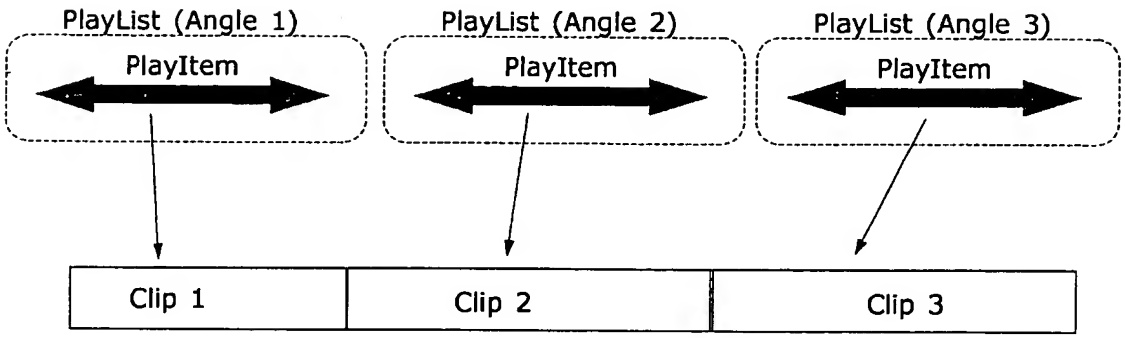
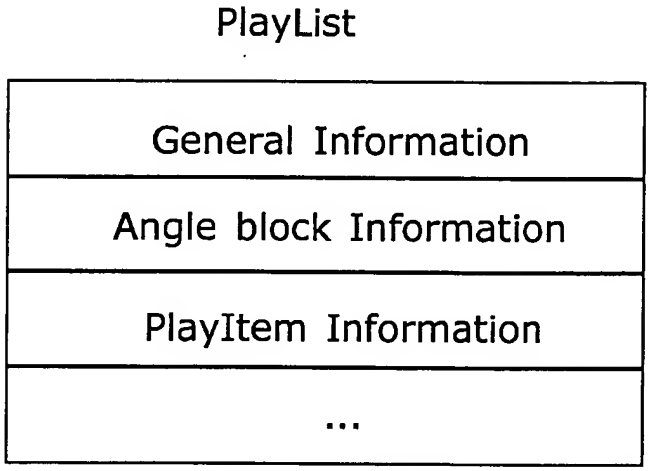


FIG. 22



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